Sanjeev Ragunathan

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Education

Vellore Institute of Technology, Vellore, Tamil Nadu
Bachelor of Technology in Computer Science Engineering, [2021 - 2025]
CGPA: 9.26 / 10

Experience

Flixdin, [Sept 2023 - Present]
iOS developer
- Led the development of a cutting-edge social media app for filmmakers, through native iOS development.
- Optimised application performance, reducing application booting time by over 87%.
- Increased productivity of the iOS developer team by over 33% resulting in timely feature deliveries.
- Contributed to investor pitches, resulting in a 25% increase in overall funding.

Orom Corp, [June 2023 - Sept 2023]
iOS developer
- Spearheaded the design and development of a feature-rich native iOS app.
- Revamped the User Interface, achieving a 40% improvement in testing feedback and user satisfaction.
- Integrated QR code scanning & GPS tracking with map annotations into the app.
- Implemented Apple Pay and third-party payment gateway (Razor Pay), boosting in-app revenue by 44%.

Projects

Spaceopedia *https://www.sanjeevragunathan.com/spaceopedia*
- Comprehensive app for space enthusiasts, offering the latest space news, images, and astronomy information.
- Developed natively for the iOS platform in Xcode using UIKit, following MVC architecture.
- Understood the SDLC process that reduced development time by 4 weeks.
- Mastered API integration, effectively handling both synchronous and asynchronous calls.

Proppy *https://www.sanjeevragunathan.com/proppy*
- iOS app for amputees, focusing on children and athletes, to measure limb dimensions, showcase personalized prostheses, and facilitate appointment bookings at orthopedic centers.
- Leveraged ARKit to enhance measurement precision and conducted a survey indicating potential cost reductions of over 35% for personalized prosthetics.
- Gained expertise in identifying accessibility needs and transforming challenges into opportunities; won hackathons resulting in funding for the project.

Scapea *https://www.sanjeevragunathan.com/scapea*
- Mobile app to assist disabled individuals with home gardening.
- Integrated AR features for visualizing 3D plants in homes, facilitating optimal placement.
- Implemented predictive algorithms for plant health assessment with an accuracy of 97% and incorporated IoT moisture sensors to notify when to water plants.

Skills

Programming languages: Java, Swift, SwiftUI, C, C++, Python, JavaScript
iOS development: Native iOS development, Xcode, Cacao Touch, Storyboard, UIKit, MapKit, ARKit, VRKit
Version control: Git, Linux Commands, Unix
Designing: Figma, UI/UX designing
Core concepts: DSA, DAA, OOPs, Architecture patterns, OS, DBMS
Soft Skills: problem-solving, team leading, teamwork, leadership, self-learner, time management

Extra-Curricular

Teaching at Don-Bosco school: Taught mathematics and computer science to orphanage children on weekends.
Apple-Developers group: Conducted workshops on SwiftUI, guiding juniors through hands-on projects and encouraging them to explore AR and VR technologies for innovative applications.